

# Hit The Beach!

November 2001 Volume 6, Number 4

The Southern California ASL Club Newsletter



## The President's Corner

By Brandon Liesemeyer

Hey guys, here we are with another newsletter...seems to me that I spend more of my ASL time doing stuff like this than actually playing the game. Judging from the attendance of the last few one-day tournaments I'd say that I'm not the only one who has had real life take away their game time. I'm not sure why we have seen a downturn in Club participation but if there is something that the Club (or I) need to do (or make sure gets

done), please let me know through any medium (e-mail, phone, carrier pigeon). If you're sitting there scratching your head trying to come up with the reasons why you've dropped off the ASL Radar, here are some reasons I've come up with...

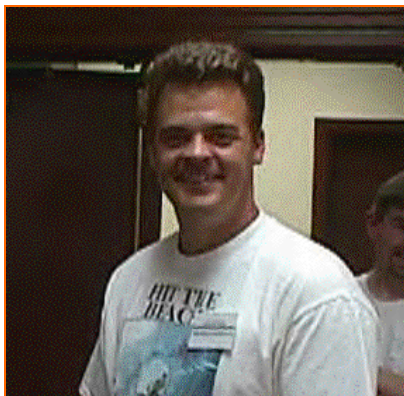
### Brandon's Top Ten

- 10 Family expanding.
- 9 Family contracting.
- 8 Work taking too much time.
- 7 Looking for work.
- 6 Nearly divorced after last ASL binge.
- 5 Mid-life crisis.
- 4 Just bought a house.
- 3 Live in such a remote area, there's no one to play (like Murrieta).
- 2 My opponent moved.
- 1 When version 2 of the rulebook came out I went berserk (and cannot return to good order until I kill someone).

Humor, good.

WCM V is out there and I'm really excited about it coming. Jim, Matt, others and myself have put most of the prep stuff in place. I'm sure they will be mentioning it in

their respective articles so I'll try not to infringe. As I noted above I am somewhat concerned about club participation. This concern is exacerbated by the knowledge that I will not be able to input as much time into direct recruitment for WCM, like I did last year. We had 65 attendees last year and I would like to think that this was because of the Club's recruitment efforts. When I say "the Club" I really mean the effort of 5 or 6 individuals, and as it turns out these same guys are most likely not going to be able to put in the same effort this year. Two of them have new jobs, one is searching for a new job with a kid on the way, and one is in the middle of a boom for his own business. Here is my point. I am asking the general membership to give us a hand promoting WCM V. It can be as simple as an e-mail to an old opponent, or an invitation during a VASL game. If you have a little more time, spend a couple of minutes of it and e-mail a couple of guys on the USA player roster; just pick a close state introduce yourself and strike up a conversation and tell them that WCM is a great time and we'd really like to have them come out for the weekend. You'll only get out of WCM what you put into it. See you soon!



Brandon "got DC" Liesemeyer

## What's Inside?

By Matt Cicero

*HTB!* is in your hands, though it almost didn't make it! Not only did I suffer a major printer failure just prior to production, I managed to break my computer while the printer was being fixed! Sheesh!

Having overcome my technical difficulties, I'm glad to get this issue out to you. The next issue of *HTB!* will be the first of a new year... Volume 7, Number 1. I'm not sure how it will all turn out but there will be a few changes to the format to try to keep things interesting. If you have any suggestions or comments, please drop me a line!

Finally, let me remind everyone of the incredible fun we are going to have at WCM from 1/31 through 2/3 of 2002. I know a lot of folks are already downloading the flyers and setting up first round games! Look for the pre-registration packs, coming out soon!

So, what's going on in this issue? Let's take a look...

**Scenarios:** This issue we are very privileged to reproduce two great scenarios, thanks to the generosity of the Paddington Bears and the Bunker Crew. *Marked for Death (PBP13)* and *Brasche Encounter (DB1)* are based on the same action but they were designed by two different guys on two different continents! Compare and contrast them after you scan through the interviews in our **Roll Call!** feature!

**Roll Call!:** Robert Hammond burned up his e-mail in order to bring us great "side-by-side" interviews with David Longworth of the Paddo Bears and Ralph McDonald of the Bunker Crew, two scenario designers, Extraordinaire! We are also blessed with an inside look into one of our own scenario experts, Matt Romey, in a second helping of **Roll Call!**

**AARs:** This issue Casta brings you a book review of *The Sergeant in the Snow* while I (with a lot of help!) fill you in on what happened at the Hill 621 Bingo Day and the North-South Challenge.

**The Grognard Speaks!:** Don Petros spills the beans about the new *Valor of the Guard-Central Stalingrad* product due out from MMP while Jim Aikens adds another page to the book of Grognard Lore with his "What to do with Mr. Hilter?" article. Also inside is a gathering of thoughts on "Monster Scenarios" and an interesting look at Motion Attempts by Brandon and I in "What's In a Word." For our **Did You Know?** this time, I managed to wear out a calculator to prove a theory I've had about ROF.

Rounding out the issue is another **ASL Challenge!** a great quote by Mario Rigoni Stern, the latest Cup Ladder standings, a brutal **OUCH!** perpetrated by Bryan Earl and your very own **Hill 621 Vehicle Cheat Sheet!**

Remember to fill out a Feedback Form for me and let me know what you really thought about this issue. Enjoy!

[Editor@socalasl.com](mailto:Editor@socalasl.com)



Matt "got CC?" Cicero

## Dog Days of War Tourney: Hill 621 Bingo! After Action Report

By Matt Cicero

After much hype on both the SoCal and ASL mail lists, a crew of 14 assembled on August 18th for our annual "Dog Days of Summer" One-Day. This year, we decided to focus this One-Day on an old favorite, *Hill 621*. Why? Well, in a nutshell, the grognards love this old workhorse and the (relative) newbies wanted a chance to play a scenario they had been hearing about for ages. As it turned out...everyone had a great time!

Biola Campus was the venue so everyone had plenty of room. To spice up the event, special "Hill 621 Bingo" cards were pulled together by Brandon after a fun thread of suggestions for Bingo Boxes wormed their way through the SoCal List. (Sniper kills the 10-3, Drop OBA on yourself, etc.) A BINGO got you a free WCM IV T-Shirt while a fully marked up sheet got you a copy of the ASLRB2!!

When the dust settled, 4 Germans and 2 Russians had won the Hill and a 7th game was declared a tie since the situation was in doubt when one of the guys had to leave. In addition, 7 folks got a Bingo during play, though noone marked out their entire sheet. Highlights of the day's ASL included:



**Matt Cicero**, having just re-read the human wave rules, felt obligated to use them, sending his Russians to their death with 4 human waves.

**Paul Simonsen**, when pressed, was able to successfully employ the highly touted "Burning German Tank Defense" to hold on for the win.

**Robert Feinstein:** As the battle drew to a close, the Russians forgot their objective, and even their allegiance, sprinting in the open, hoping to force the Germans to malfunction (then fix) their weapons. They realized at that point that although they could not be part of a victory, they could still be part of a *Hill 621 Bingo!* It was a ray of humanity in this hell we call ASL.

**Jim Aikens:** Watching Scott Thompson's 48 Russian squads storm across an entire boardwidth in the initial assault...it's just one of those ASL experiences that reminds me why I love this game.

**Fred Timm:** Moving up to duke it out, Fred's T-34 commanders gave up their initial shots in order to blind their opponents with pocket mirrors while CE. Fortunately, the Germans were so disoriented by this unorthodox assault, they failed to destroy any T-34s giving the Russians time to button up and then knock out all four German vehicles.

**Brandon Liesemeyer:** Truly a student of the Heinz Guderian school of armor tactics, Brandon felt the best defense was a strong armored offense and launched an armored counterattack during the mid-game.

## Scenario Cheat Sheets

*Seems to me every time I sit down to play a scenario with a handful of vehicles and guns, I spend a lot of time looking up information. Not only am I concerned about what MY units can do...I also wonder about what my opponent's units can do to me. Having a set of AFV Cards has helped a lot but there aren't enough of them and they don't take care of guns.*

*So, I decided to create something new. Something that combined the basic statistics of vehicles and guns, their special notes and any special influences caused by the scenario...SSRs, the date, etc. The result is a cheat sheet specifically for that scenario...so you don't need to look up anything and you don't have to read through rules that won't impact the scenario.*

**Enclosed with this newsletter is the Cheat Sheet for Hill 621.**

*Take a look and let me know what you think! And please send me a note if you find an error! -ed.*



# The Grogard Speaks!: "Valor of the Guards"

By Don Petros

Valor of the Guards – the Battle for Central Stalingrad! is coming, boys. It's going to be big, bad and you're hearing about it first, So-Cal.

Before I get into some of the skinny, I'll share some background on this beast with you; the What, Why, and When.

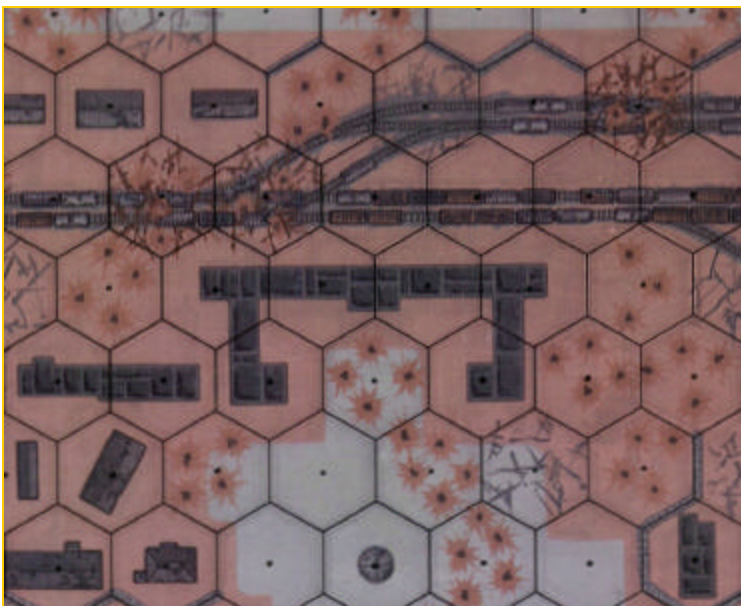
What is Valor of the Guards (VotG)? It's the battles for the central business district and main rail station which took place in mid to late September 1942 – Stalingrad. Red Square, the Main Rail Station, the Nail Factory, the Specialists Houses and Pavlov's House are locations for a few of the important battles here. The battles represent the Wehrmacht's main and initial major thrust into the city (as opposed to the battle for the city outskirts). The primary goals for the Germans in this part of the city were to reach the Volga, eliminate the Russians ability to reinforce the city (by capturing the main landing docks) and split and conquer the Russian forces. A slam-dunk right? Um...wrong.

The game itself, as required by MMP, is modeled after 'Red Barricades' in terms of visual style and content (wisely, they want to keep consistency here). What you will get: a large map, many scenarios and CGs and new special rules designed to give new flavor to an old and beloved game. Tom Morin and the Bunkerdukes have been designing the rules, new counters and scenarios and campaign games for the past few YEARS. Thanks to the hard work and dedication of those guys back east in Massachusetts, who have been existing in a dark place on Cheetos and Beer all this time, you're in for a pile of fun. The scope and magnitude of their efforts have yet to be fully revealed and I would do them injustice by saying anything more.

Thanks to MMP, who has encouraged this project from the get-go, we'll actually get VotG published in our near lifetime. To those who may wonder, we do owe MMP much, my friends – believe me. They keep this ASL thing on track, they produce cool products, they take a bunch of flak and they don't whine when they do...and they do it because they love this game as much as anyone. Thanks to MMP for that and for letting me be a part of it too.

Back to VotG. The Map: it's big. It's about 25% larger than RB, measuring 50 hexes NS, by 40 hexes WE. It's crowded, with LOTS of small to medium sized buildings, lots of streets and parks, rubble, shellholes, debris – like RB in many ways, but very, very different in the final analysis. The differences run from very great to very subtle. One big difference lies in the new terrain types that are being intro-

duced. No fewer than SIX new terrain types have been added. These are not terrain types that will take a lot of explanation or difficulty to understand; they were designed for easy incorporation into the system and mainly borrow from existing rules. The most significant new terrain type is the Gutted, multi-story building. Most of



## A little something to whet your appetite...

the buildings are this type. They look like haunted houses, they don't burn, they have no roof, but in all other ways they're just another multi-story building. Maybe the most interesting terrain, however, will be the massive, ripped-up, overly congested Railroad Yard. It measures roughly 30 hexes N-S, by 6 hexes E-W. Believe me, it's going to be a world of s\_ \_ \_ for the Germans to wade through – if they can! New terrain here too – RR Cars, Wrecked RR Cars, and Storage Yards to name some other new terrain types. RR Cars act like wooden buildings, Wrecked RR Cars act like rubble (that burn to Debris), and Storage Yards act like Lumberyards. Pretty easy stuff to remember.

My original version of VotG (the Central Stalingrad map) has been shown at various tournaments and pieces of it have been used here and there for special scenarios in the past (including the DYO Mini at WCM IV last Feb and the DYO One-Day this past summer). The final map is quite different and has not been seen to date in its final form.

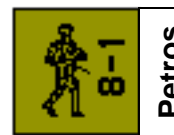
Why VotG? It had to be done. RB needed some company. RB has proved over and over that it is perhaps the most exciting, blood & guts HASL to date – the perennial favorite. But apart from the analytical aspect of 'Why VotG,' I must share my personal reason for going back to Stalingrad.

Back in 1988, I had the privilege of glimpsing the 1<sup>st</sup> Red Barricades map that was shown at Origins in Los Angeles. Something clicked – and clicked hard in my head when I laid eyes on it. I couldn't stop looking at it. It was huge, battle-scarred, and strewn liberally with battered buildings, debris and rubble. Upon closer examination I noticed, almost incidentally, a large number of unit counters strewn about the map. What struck me then, but which I couldn't really identify yet, was the fact that for the first time, the Map, the battlefield and NOT the

counters – commanded primary attention, and appeared to dominate the game itself. There was a truckload of counters on the map alright, but they seemed to be virtually swallowed up by the terrain. Just like Stalingrad! It put the 'historical' in HASL. The map and terrain became a kind of third force, equally if not more formidable and challenging than any opponent. The map emerged as something in itself...designed to independently provoke fear and intimidation for the unwary and hopefully cause a player with better sense to gain an understanding of wisely using terrain as an ally. Thereupon came my obsession with mapmaking (If I can't beat them, maybe my map can!). I was about to begin to validate myself in the ASL world – my best and only shot to give something back to this sport. VotG map was designed to make you think, as I thought when I laid eyes on RB, 'oh my g\_ \_ , I'll never get through that sea of s\_ \_ \_ !' In one sense, it's my own way of trying to beat every ASL player in the world who dares VotG. Let me say I am looking forward to, and confident in, beating many of you with this next release.

When will it be in your hands? I really don't know – so I'm sorry for the teaser. I believe it will be ready sooner than later. By that I mean that although most of the pieces are ready (the map, the scenarios, the rules) and the final playtesting is in progress, more playtesting will be needed on such a monster, and then of course there's the development and production aspects remaining to be done. The timing is over my head. But hang tight my brothers, I think we're looking at early – mid 2002.

It will be worth the wait.



## Words That Echo...

"Giuani...had a habit of calling me aside almost every time I met him, winking and whispering in dialect: 'Sergeant-Major, shall we ever get home?'"

Mario Riconi Stern

## After Action Report: Book Review

### "A Long Way From Rome" By Chris Castellana



ISBN 0-8101-6055-2

experience in World War Two I have read to date. For those who are interested in the Regio Esercito, the book is a must read: Alpini on the attack, Alpini on the defense, weapons usage descriptions (45mm and 81mm mortar, grenades, 8mm Breda MG, and rifles), esprit de corps, polenta, etc. Even for those who are not Italophiles, the book provides a poignant contrast to the traditional Stalingrad campaign rendering. At the very least, the reader will have to revisit, and perhaps rethink the Nazi's use of the Italians as a scapegoat for the Stalingrad pocket debacle.

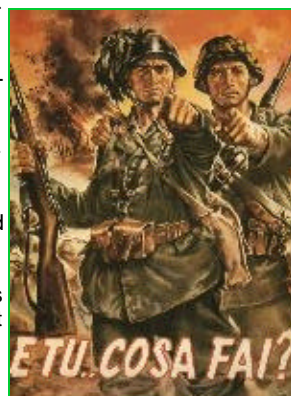


described in detail by Rigoni. The Don River defense action, in particular, is of interest; dug in Alpini defending the frozen river from Soviet human wave assaults in extreme winter conditions. Bella! This firefight is currently in the scenario development stage at Half Squad Productions. Stay tuned for further details.

From a historian's point of view, *The Sergeant in the Snow* is deficient in a few respects. Foremost is a lack of an index. While understandable given the semi-diary nature of the work, having no index hobbles its use in meaningful research. Next, there are no maps. Even just a few simple maps would have helped the reader gain a geographic gestalt out of the plethora of place names and compass directions. Finally, a few in theater photographs could have complemented the text. On the other hand, no photos are far superior to the alternative; ahistorical, mis-attributed, poorly captioned pictures included for the sake of pictures.

In conclusion, *The Sergeant in the Snow* is not the "perfect" World War Two book. But it readily serves its purpose of filling a sparsely populated niche; an enjoyable, personal account (in English) of Italian infantry action at squad leader level.

Ciao!

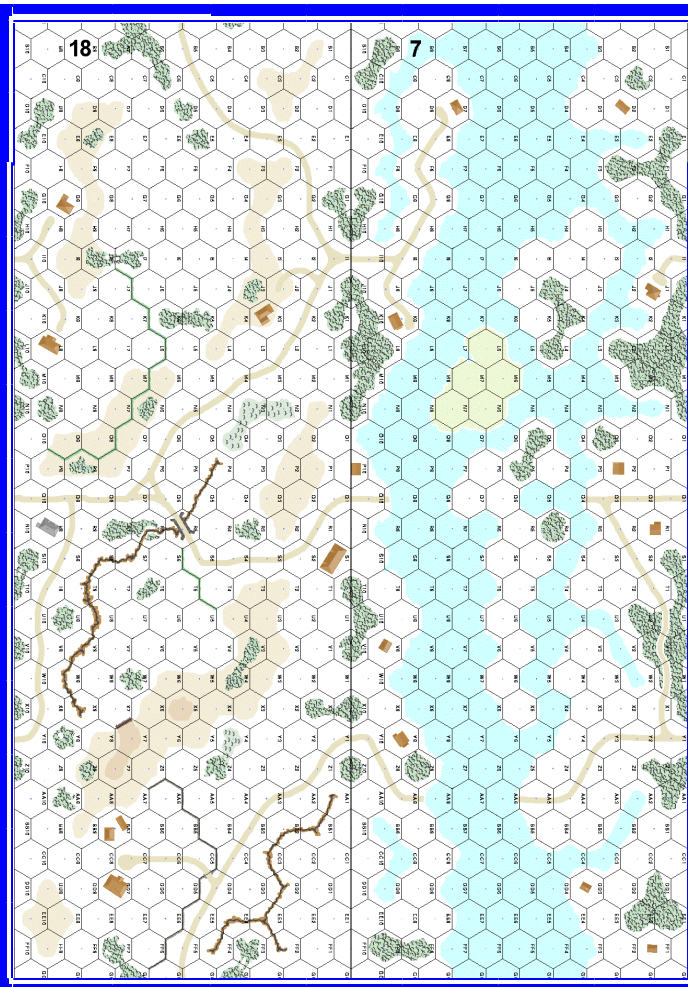


Col. "got research?"  
Martini

*Sergeant* is a first person account of an Italian NCO's involvement in military operations generated by the Soviet winter offensive of 1942-1943. Mario Rigoni was a machine gun platoon sergeant in the 6th Alpini Regiment of the Italian Army, stationed in the Soviet Union along the banks of the Don River, north of Stalingrad. The text focuses on the events occurring roughly between December 1942 and the end of January, 1943; specifically, 55th Company's defense of the Don River strongpoint positions, and the subsequent fighting withdrawal from the Soviet encirclement.

Page for page (all 104 of them), this, by far, is the best individual account of an elite Italian soldier's experience in World War Two I have read to date.

From a Squad Leader player's perspective, the book is again worthwhile. Admittedly, the majority of the text is devoted to the retrograde movement out of the pocket. However, there are a few notable small unit actions (i.e., scenarios)



*This VASL map is a draft for the Don River defense scenario being developed with Half Squad Productions. I like the extreme winter colors...reminds me of what the cold season SHOULD look like....razza-frazza-California...-ed.*

## ASL Challenge! A Vehicular Quiz...

A few more questions...this time from Chapter D of the ASLRB2.

Answers on Page 8.

1. On an AFV counter, what does an ID Letter encased in a square indicate? An AF in a square?
2. What are the different Armor Factors in the game?
3. What are the typical Normal Ranges for a BMG/CMG/AAMG/RMG?
4. What is the MP cost of a one-hexside VCA change in Open Ground/Rubble/Orchard?
5. How do you decide the Target Facing of a hit on an AFV in Bypass?
6. A CE M4 Sherman with a 10-2 Armor Leader rolls a 10 for a PTC. What happens to the crew of the tank?
7. Does an Armor Leader's leadership modifier apply to an AFV's FT?
8. If riders on a T-34 fire during the MPh, can the T-34 fire its MGs in the AFPh if they have not yet been fired?
9. Does a DEFENDING Gun have to Bore Sight the Location an AFV is exiting or the Location the AFV is entering to get the modifier vs. a potential Underbelly Hit?
10. While inside the vehicle, what's the usual Morale Level of an AFV's crew? An unarmored vehicle's crew?



# The Grognards Speak!: "Monster Scenarios" By The SoCal List

Chris Olden began a discussion on the SoCal List...here's where it went. -ed.

**Chris Olden:** Listizens, what is the attraction of scenarios like *Hill 621*, *Storm of Steel*, *Beast at Bay*, *Breaching Maloarkangel'sk*, etc.? Is it the "toy" factor? Is it the "epicness" of the scenario? Is it the carnage factor? What do you look for in a "monster" scenario? Enquiring minds want to know...

**Doug Creutz:** I'll take a crack at this (My \$.02):

1. Both sides have the ability to undertake at least local offensive action. The defender is not limited to a passive role. The "swirling" feel of *Hill 621* is its biggest attraction. Lots of local battles in the overall battle. Makes strategy as important as tactics.
2. It's easier to come back from a series of bad rolls. You just killed 3 of my tanks? That's ok, I've got ten more. You can have more momentum swings back and forth in a larger scenario, and IMHO the momentum swings are part of what make ASL fun.
3. Needs to be well balanced. *Hill 621* is, can't speak for the others (though I'll eat my hat if *Beast at Bay* is anything close to 50-50.) Also *Liberators* and *Awakening of Spring* make my balanced-monster list. *Merzy Zoo* too (though it may not quite be a monster.) Nothing like having a 10 hour scenario come down to a few dice rolls in the last turn. Makes you feel like you <earned> it.
4. Toys, yes, but just as important is the fact that the toys are expendable. If I lose my King Tiger in *Tiger 222*, forget it. If I lose it in *Awakening of Spring*, eh - no biggie. Similarly for stuff like Crocs, OBA and the like - a bad DR won't wipe out your best and only meaningful asset.
5. It helps if the terrain configuration lends to

the "epic" feel. 621 has the great charge across the open board 4 through MG fire, tanks, OBA, then up the hill, finally culminating in a battle along the crest line. *Awakening of Spring* has the great AFV bottleneck in the middle along the forest line.

6. Combined arms is a big plus, personally. A creative player can do a lot with 30 squads and 10 tanks. Heh heh heh.

**Michael Shea:** I agree with Doug here. I just finished playing *Sweep for Bordj Toum Bridge (U2)* against Rick Lopez. It has 20+ squads per side, OBA on both sides with a dozen German AFVs and a half dozen US. It plays across 5 boards with the Germans attacking both sides of the river. Does this count as a monster? I'm not sure, but it has a lot of the same flavor that Doug describes. There was a lot of ebb and flow. You can explore more than one route to advance. I really had a chance to peel away at layers of defense trying to find the weak point. The other thing I would point out was that it was really cool to be able to shoot across the board. My radio was calling down OBA on hills on the other side of the river. Once I had taken a neighboring hill, I started to return the support by threatening the flank of his AFV as well as try and silence a 9-1 with an MMG that had been harassing me all game. Aside from desert scenarios, you don't often fire at infantry in buildings at a range of 28.

**Scott Faulk:** Being that what got me hooked on the game was a monster (*Hill 621*), I'd say I absolutely love 'em. They allow you to recover from mistakes and bad dice where a smaller scenario doesn't. Along that same vein, the momentum shifts make the gameplay of monster scenarios that much more exciting. I really enjoy the monsters that are played on historical maps.

They give you the feel of the CG without all the paperwork and refit phases. I've been dying to try out *It's About Time (PB6a)* and *Beast at Bay (KGP11)*.

**Matt Cicero:** I think the more you play monster scenarios, the more you realize that they tend to take some of the dice out of the outcome of the game while still allowing for a certain amount of flash...like when you rubble a building or score a 3KIA on a kill stack. You roll so many dice that you really start to play by the average roll and let the 2s and 12s come as they may. Seems that the game turns

less on the roll of the dice and more on the successful employment of tactics.

Which nicely brings me to my second point...because of the size of opposing forces, big scenarios often provide a lot of flexibility in tactics. With enough force, there can be several different ways to achieve victory overall and thus replay value can be extremely high. In addition, you can wage cardboard war using several different tactics in a single game! Large forces let you try things you wouldn't try in a 10 squad game...like significant combined arms assaults in more than one place, feints, holding maneuvers, etc.

Of course, monster scenarios are great for one other reason... you just can't beat the sight of a broad playing area set up by two players, each commanding 40 squads with their toys, supported by guns, armor and whatever else you can find. Amazing. Beyond the visual appeal, you have the heady feeling of power...that with such forces, you can achieve anything!

I guess when it comes down to it, monster scenarios are great because playing the game becomes more fun than winning the game. Choosing tactics, implementing them, adjusting them, trying again...this is what it's all about. If you happen to win...well, take it as a guarantee that your opponent will challenge you to try it all again in a rematch!

**Bryan Earl:** I like larger scenarios because of the battlefield ebb and flow. The whole front line of Germans was broken in our recent *Red Barricades* CGIII game turn 1, the Russians were already cracking open the vodka, celebrating an early turning point in history when the day went long, real long and wrong. The Germans rallied and crushed the pesky militia boys. The copious amount of whining also ebbed and flowed from each side depending on the turn number!

Often in the monster scenarios one party or the other simply has to survive a personal gut check. The hordes of Italians capturing the entrenched Greeks. The ability for significant forces to enter from any direction. The Russian Juggernaut. Thirty-six point fire columns across the street vaporizing elite troops. Human Wave, Banzai, and!!!!!!

Of course, I also love the weenie battles where an Italian mini-tank dominates the field. Or the brittle troops fighting in the desert.

Hell, I love this game. There can be a point where there are simply too many toys, tanks and men. Usually, I think that too many vehicles mean a REALLY slow game. 1mp..continue..turning VCA...continue My preference on big scenarios is to have two diverse forces attacking a hard point. *The Rock*, *RB*, *Hill 621*...all good.

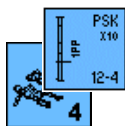
What do YOU think about Monsters?

Let me know!

Editor@socalasl.com



## OUCH!



The "They're Just Cardboard!" Award goes to Feld Marshall Earl this newsletter. A German HS toting a PSK is broken and ELRs near the front line. The resulting conscript HS begins the RtPh with thoughts of Low Crawl through the open ground behind it. Instead, Earl chooses to rout the hapless ML:4 HS and suffer interdiction. Needless to say...they are mowed down. As the HS expires, the PSK drops unpossessed at the feet of a 1st Line squad in the OG hex for a very convenient, if somewhat brutal, SW transfer!

-Matt Cicero

# Roll Call! David Longworth and Ralph McDonald By Robert Hammond

Robert Hammond brings us side by side interviews with two great scenarios designers, David Longworth of the *Paddington Bears* (Australia) and Ralph McDonald of the *Bunker Crew* (USA). David and Ralph each designed a scenario about the same action at the same time without knowledge of each other's activities. And if that isn't interesting enough, we were lucky enough to get permission to reproduce for you [both scenarios](#) with this issue of *Hit The Beach!* So you can give them a whirl and compare them for yourself! —ed.

## How did you get started with ASL?

**DL:** I started playing SL when it first came out in the late 70's (1978 I think). I was entranced by the beauty of the components, the 'reality' feel of the rules (no ZOC, actual LOS etc.), and the level of the game, with individual squads, vehicles and weapons - such a difference to the more traditional wargames of the time. I kept up with the following modules (COI, COD and GI), and the transition to ASL was both natural and inevitable.

**RM:** I got started playing SL, when a Kay Bee Toy and Hobby Store was closing its doors at a local mall. They had all the AH bookcase games for sale '\$1.00 as is,' so being interested in history and WW2 and loving Risk and Stratego, I picked up as many as I could with my allowance. I got SL, COI, Luftwaffe, Panzer Leader, Panzer Blitz, Origins, and many others. The 1st box I dug through was SL, my cousin and I read the rules and started playing. We really butchered the rules. When ASL came out I picked up the rules and read them but by that time my cousin was out of the gaming scene. I met Vic Provost and Tom Morin about a year later at a local game convention in 1990 and they were playing ASL and the rest is history.

## How did you learn ASL?

**DL:** Mainly my friend and gaming buddy of 25 years standing - Paul Seage. That guy whipped me so many times, but now I've managed to work my way to a rough parity. We played the game ever since it came out, and we're still going - our current game of ABTF is at the 19PM date.

**RM:** I would have to say, Vic Provost, he is an awesome teacher, especially with newbies. If someone wants to learn the game Vic is the man. He is very patient and a newbie will just see how much he loves this game and his enthusiasm. Then I would have to say Tom Morin taught me a lot about the game and basically designing scenarios. Then the main core of the Bunker guys, Kiri Naiman rules lawyer and awesome player, Allen Loisselle, Mr. Defense and rules lawyer, I pity the person who plays Allen and Allen has the defense, he is just pure evil.

## What's your favorite nationality?

**DL:** To be honest, no real favourite. No question that Germans get the favour in many scenarios in terms of toys and troop quality, but I don't necessarily find that an attraction. I do like playing the Japanese, mainly because they are so different to the other nationalities and have quite a different feel, and need to be played differently.

**RM:** I like the Japanese because I can yell BANZAI, BANZAI, BANZAI and everybody just looks around and says that's just Ralph. Japanese because of the HIP, TH, they don't break they just keep coming. I also like the Germans just because of the weaponry from SWs to the AFVs. You could say I like the bad guys, but not because I believe in their ideologies...far from it. I was the kid in the movie theater cheering for Darth Vader in Star Wars and Empire Strikes Back.

## When did you first start designing scenarios?

**DL:** Stretching my memory here...I think around 1990 when I designed a Spanish Civil War scenario called *Viva la Muerte!* for a tournament that Paul was running.

**RM:** I started a few years ago when Vic asked me if I would convert an old On All Fronts SL scenario to ASL-ese for OAF. It was *Apartment Hunting* and about the battle of Kharkov and I did just that and I thought it was cool doing research and watching the scenario come to life. Then Vic started his newsletter *Dispatches from the Bunker* and was looking for scenarios. That was my chance to start and I started with *Brasche Encounter*.

## What sources do you use for your research?

**DL:** Mostly my own modest library of military history. The Australian official histories are wonderfully detailed sources for actions involving our own troops. I know some people have a thing about having multiple sources, but how often does one have multiple sources of equivalent detail and accuracy, particularly covering both sides? Come on now...

**RM:** I have an extensive library of books, the Internet, and my mother is a librarian at Smith College and has access to several other libraries all over the world.



VS



## How did your scenario form in your mind and how did you come up with the title?

**DL:** I read about the action in the Kurowski book *Infanterie Aces*. The title is a Steven Seagal movie title, as were all 5 scenario names at that tournament. I like to do this - use a theme for the names. Previous ones have included Schwarzenegger movies, Seagal movies, Midnight Oil song titles, and Grahame Greene novels. Most people just tack the name on, but I think a dramatic and interesting name adds flavour and impact to the scenario. Look at the titles in the latest journal. *Bad Luck, No. 8 Platoon Over-run*, - not much inspiration there. Might as well call them *What ever*.

**RM:** I was reading the book *Infanterie Aces* by F. Kurowski published by J.J. Federowicz. It is about German soldiers that received the Iron Cross and their acts in combat. The first person they profiled was Brasche and while reading it scenarios were just popping into my head and I just started writing quick notes about each scenario and how it should look.

The scenario title was really easy because the rush over the bridge was very quick and the French were overcome immediately so using a play on words *Brasche Encounter* was the name.

(Continued on page 5)

### Describe your playtesting process.

**DL:** First up, a couple of solitaire playtests. This ensures at least a rough balance and weeds out the dog in every scenario concept. Then, two playtests against an opponent of similar quality, reversed sides (i.e. once each) with no changes between playings and no concessions. This tests the scenario right to the end with equivalence - the scenario acts as a control by not being altered. Any tuning is carried out, then a final playtest or two to test the integrity of the changes.

**RM:** Well, I playtest a scenario solitaire for at least 2 times. Then Vic gives it to the Bunker crew and they playtest it at least 5 times, each time could be a different scenario with modifications made from previous playtests. Vic also gives the scenario to his playtest groups who between them playtest it at least another 4 times. We try not to send out an unbalanced dog of a scenario.

### Did you know Ralph/David was designing a scenario on the same action at the very time you were designing your scenario?

**DL:** No idea whatsoever. Not that uncommon though - there are a number of actions depicted by two or more scenarios.

**RM:** No, I did not know he was doing the same action. The best thing was that *Brasche Encounter* and *Marked for Death* both came out relatively at the same time. I played his scenario and it was great. He took the action and expanded it into the village they were fighting for. I enjoyed seeing how another person interpreted the information and produced a fun scenario.

### What made you want to design this scenario?

**DL:** It seemed like a natural. Small - tight - dramatic. Also both sides have to defend and attack.

**RM:** I looked at the information that I researched and the basic action and came to the conclusion that this would be nice little tournament type scenario. A scenario that would be great for newbies to play and use of some limited AFVs and learn the basics.

### What do you like and dislike about the final version of your scenario?

**DL:** I like the tension of the situation. Both sides have to make key decisions in their setup, and both sides have to judge how hard to push their respective attack at different stages of the game. The Panhards are very powerful, but the French cannot just throw them away. It also seems pretty balanced, which is a plus. The only thing I dislike is the slightly convoluted setup limits, but these were necessary to make the scenario play out smoothly.

**RM:** I like the overall game play and look of the scenario. It is a scenario that looks like fun and can be played relatively quickly and either side has a chance to win. I dislike all the overlays.

### What advice would you give to an aspiring scenario designer?

**DL:** First - balance, balance, balance. The only way to achieve this is through rigorous playtesting, as outlined above. I feel that a small number of quality playtests is better than a large number of lesser ones. It is imperative that the tests be between opponents of comparable playing quality. Let's face it, a single playing between two good players is enough to determine whether it is a dog or not! The designer needs to give suitable weight to the reports of good players rather than weaker ones - there ain't no democracy here.

Second - avoid the SSR chrome syndrome. A lot of designers use super specific SSRs - "the 9-2 turns heroic on his 3rd MC passed by two or more, unless the Buffy SMC is on the board in good order within three hexes in a graveyard hex and the NVR roll is a full moon blah blah blah" - you know the drill - the TOT scenarios are good examples of this. Also avoid SSRs which affect the basic play of the game, such as KGP. Much better to use the game rules to simulate the situation rather than cram in SSRs. Make the historical situation fit the game. Don't force the players to remember 37 SSRs in the heat of play. I use a lot of overlays in my scenarios and people sometimes complain - but the point is that overlays let the board do the talking rather than the scenario card. Every SSR is an additional chance of error over and above what the game imposes.

Third - if it doesn't work - junk it. Sometimes a scenario concept just doesn't work. Three or four times, I've dropped scenarios during development rather than force them on players at a tournament. Occasionally a designer must accept defeat.

**RM:** Talk to Tom Morin, he is an awesome scenario designer. I would say try to create a historical scenario as accurate as you can make it historically but make sure it is fun to play and that is the key - It is FUN to play.

## Roll Call !

### Matt "got DTO?" Romey

#### **HTB!:** How and when did you get started with ASL?

**MR:** When I was 12 my best friend and next-door neighbor, Mike, got *Squad Leader* for his birthday. We played each of the original *Squad Leader* scenarios two or three times that summer on the cold concrete of his front porch. We bought all the other modules when they came out (I think COI had come out already) and played every one of those scenarios too. I was hooked, probably a little more than Mike was, but we both loved it.

When ASL came out, we jumped on that

too, but without other regular opponents, I don't think we ever properly learned all the rules and tactics. It was still fun, but by the time we left high school and went to college we just didn't have any opponents left. I played a lot of solitaire in those days, which is a hollow substitute for face-to-face opponents.

Skip ahead to 1994, which is when the internet really jump-started ASL for me. I was in heaven! The ASL Mailing List was pouring gasoline on my addiction! I was introduced to dozens of local players! I went to tournaments! Most importantly, I met up with Eddie Zeman of Heat of Battle game design, and started playtesting Campaign Games heavily. During the time that we playtested *Blood Reef* and *King of the Hill* we were playing about 2-3 times a week! (Much to the chagrin of my wife, I must add).

I've slowed down a bit, but I'm still at it! I play almost every day for at least a few minutes, if

you count email games.

#### **HTB!:** How did you learn the game?

**MR:** As far as tactics go, I have to tip my hat to Mr. Zeman. He is a very aggressive player; he showed me how to attack with no fear, and to defend with ultimate tenacity. Eddie! Where have you gone? Hath though forsaken us?

I have learned the rules well by reading the ASL Mailing List. I know that a lot of people get frustrated with the ASLML - some never read it. But I've found that the people who don't read it don't know the rules as well as they think they do. When you listen to a Scott Jackson or a Scott Romanowski spout the rules, it's very humbling. Everybody can learn something from the wealth of rules knowledge on the ASL Mailing List - if you can just put up with the characters and the BS. Trust me, it will im-

(Continued on page 9)

# The Grognard Speaks!:

## "What To Do With Mr. Hilter?"

By Jim Aikens

How many times have you been playing ASL, maybe setting up a scenario, and you're faced with the question; "What am I supposed to do with this stupid 6+1 Leader?" If you're the German player in a CG of *A Bridge Too Far*, you'll be asking yourself this question a lot, since the mechanics of the CG seem to generate platoons of these doofusses. In my game group playing of ABtF, we've taken to calling these Leaders "Mr. Hilter," a takeoff from an old Monty Python skit where Hitler survives the war, and adopts the pseudonym Adolf Hilter. In the cauldron of cardboard warfare, my game group has developed an entire doctrine for these seemingly useless units.

### Backfield Commando

The first thing to remember about Mr. Hilter, in spite of his morale, he is still an elite unit, has 6 MFs, and a portage capacity that he can lend to his troops. Of course, he couldn't hit the broad side of a barn while standing inside it with his +1 fire modifier, and his 6 morale means even the conscripts mock him. So it goes without saying that you don't want this fool stacked with your boys on the front line. But in the backfield, he's in his element. He can lend his movement bonus to get that stack of reinforcements up to the line quicker (but let the troops Advance into position, without him). He can also help a squad carry that 5 PP Lt. MTR or HMG, possibly avoiding the CX penalty the squad might otherwise face. But these are pretty obvious uses that anyone can think of. We've come up with some other interesting ways to make Mr. Hilter serve the cause.

### Sending a Fool to Do a Boy's Errand

By virtue of having no real virtues, Mr. Hilter is the perfect guy to be volunteered for recon duty. Not sure if there's a HIP gun in that woods hex? Send in Mr. Hilter. Your opponent will hate you for it, because NOBODY wants to waste bullets on this guy, but if he doesn't shoot him, Mr. Hilter will certainly find something out. Often the hard way. And God-forbid Mr. Hilter gets behind enemy lines...if that happens, you have reached 6+1 Nirvana, because who wants to admit that their 8-3-8 assault engineer squad died for Failure to Rout because it could see Mr. Hilter peeking out a 2<sup>nd</sup> story window 8 hexes behind him. Of course, an SMC can't control a location. So in our ABtF CG, we've found Mr. Hilter is perfect for running through non-strategic concealment terrain, like orchard and woods hexes, to make sure there isn't some pesky British Para hidden that can pop into a strategic location on the last movement phase to deny Block Control.

### Oh, Caddy...

Another favorite use for a 6+1 is as a caddy. Give him something important, like a PSK, or a DC, and stick him in the middle of the backyard. After the fight starts, and you want that SW to stiffen up a threatened position, or to use on an AFV that just appeared in front of you, just give a whistle, and Mr. Hilter will come CX'ing over with your all-important support weapon.

### Walkin' the Streets

One of my personal favorite duties for Mr. Hilter is to have him stand in the street, right next to the building with your death-star 10-2 leader with two HMG-armed squads. I like to think he's whistling a happy tune, all the while unwittingly providing bait for you opponent's sniper. Remember, at equal distance from a sniper, the unit in the lowest TEM gets hit. If you can get a Mr. Hilter on Both sides of the building, your 10-2's life expectancy will increase exponentially.

### Suicide Bomber

Ok, here's one that will make your opponent hate you. Sometimes, it seems, there is an abundance of DCs. This is especially true in RB, where if you use them, you often get them back for the next CG Date. BRT is another CG where DCs seem to always be in abundance. So you need to soak up a little Defensive First Fire? Give Mr. Hilter a DC, and send him off toward the enemy. Of course, because he's a leader, he's elite, and a qualified user. And he's got those handy 6 MFs. Now normally, if I have a DC, I want a hero to do this type of work. But heroes don't show up in my games when I want them, and if I have one, I save

him for something important. In this case, we're talking about a diversion. Your opponent HAS to shoot at him, God-forbid Mr. Hilter actually places the thing. And if Mr. Hilter dies in the attempt, well, I don't know about you, but I've never taken a personal morale check because of a dead 6+1.

### Is That a Kill Stack or Are You Just Happy to See Me?

Here's a trick that has the beauty of putting Mr. Hilter and another mostly useless counter to good use. I'm talking about the German 50mm MTR, in a city fight. Ok, maybe you can put a couple on rooftops, but for the most part, those dozen or so MTRs you'll generate in a ABtF CG are going to sit around useless. But not so if you combine them with Mr. Hilter. I like to take Mr. Hilter and give him 3 or 4 dismantled MTRs. Drop a concealment counter on top of him before the start of a scenario, and you've got a pretty vicious looking dummy stack. A dummy stack that's reusable in each scenario (unlike purchased dummy counters that evaporate at the end of the CG Date).

### In Conclusion

Just for the record, there are quite a few things I never (if I can help it) let Mr. Hilter do. I NEVER give him a radio or field phone, even HIP. My opponents are just too clever, they always seem to be able to triangulate my OBA spotter after about 2 fire missions. And once the shooting starts, Mr. Hilter will not be long for the world. Also, I rarely let him rally troops, like OBA spotter duty, I leave this work to Mr. Hilter's betters, especially in a CG, when there's no shortage of 7-0s and 8-0s. And I never let him hang out with the troops, except on the rare occasions when he's loaning his MF or PP bonus to reinforcements WAY in the back. But as I've shown above, that doesn't mean the Mr. Hilter can't make a contribution on the battlefield. It just takes a little more imagination.



Jim "got CG?" Aikens

## Vehicular Quiz Answers!

1. ID Letter: Low Ground Pressure (D1.41); AF: Superior Turret **(D1.63)**
2. There are 11 AFs: 0, 1, 2, 3, 4, 6, 8, 11, 14, 18, 26 **(D1.6)**
3. BMGs: 8 hexes; CMGs: 12 hexes; AAMGs: 8 hexes; RMGs: 8 hexes **(D1.81-1.83)**
4. MP Cost: Open Ground=1, Rubble=2, Orchard=1. **(D2.11)**
5. The Target Facing is based on the hex the shot originated from, not the target hexside crossed as per normal Target Facing. **(D2.32)**
6. Should the Armor Leader pass/fail his MC/TC, the crew passes/fails also...so the crew is fine. **(D3.42)**
7. An Armor Leader cannot modify non-OVR MG/FT (unless MA) attacks. **(D3.44)**
8. Non-CC vehicular MG fire is limited to the same fire phase as the vehicle's other weapons or that of its PRC. **(D3.5)**
9. If the firer has Bore Sighted the Location being exited, that DRM applies to the TH DR. **(D4.3)**
10. The crew has a ML equal to that crew's nationality's best unbroken elite Infantry MMC. Best unbroken 1<sup>st</sup> Line Infantry. **(D5.1)**



# The Grogards Speak!: "What's In a Word?" *By Brandon Liesemeyer and Matthew Cicero*

Everything...if you're talking about rule D 2.401 (Motion Attempt). This rule came into question a couple of weeks back in a game of Hill 621 with Francis Hardiman. Being the slacker that I am I had not committed the new rulebook to memory and when I tried a motion attempt at the end of my opponent's movement phase to save my poorly positioned armor, Francis questioned my application of the rule. We both checked it out in the new rulebook and sure enough, I was wrong! In most cases I just accept the fact that I've played a rule wrong. But in this case with this rule, which I have used many times, I really felt I was right. So I searched for the source of the error, and after a quick look at the old rulebook the mystery was solved. They changed the rule! To save you the trouble of dusting your rulebooks off I've included the applicable passages here:

**Old D2.401:** A Motion status attempt can be declared anytime during the opposing MPH by any DEFENDING Mobile vehicle which makes a Motion Attempt  $dr \leq$  the number of MF/MP expended by an enemy ground unit in its LOS during that MPH.

**With errata:**

**Q.** May a Motion Attempt  $dr$  be made at the end of the opponent's MPH using the MF/MP expenditure of any qualifying enemy unit?

**A.** Yes (96)

**New D2.401:** A Motion status attempt maybe declared during the MPH of an enemy ground unit by any DEFENDING Mobile vehicle which makes a Motion Attempt  $dr \leq$  the number of MF/MP expended in its LOS by that unit during its MPH.

Fair enough, change is good. So, what are the tactical implications of this change? Generally speaking, defending armor will make a motion attempt when outclassed by numbers or quality or if force preservation is part of the Victory Conditions. As the attacker, your goal likely involves the use of superior numbers or quality to neutralize or eliminate any defending armor.

So, for defending armor, the new rule requires you to consider very carefully each move by the attacker since you will no longer have the luxury of waiting until the final unit is moved to decide whether to attempt to make a Motion Attempt. You will also no longer be able to base the attempt on the best opportunity presented throughout the MPH. Further, the defender will now have to consider the impact of a successful Motion Attempt since the best opportunity to make one may be quite early in the attacker's MPH allowing the attacker to react to the defender's newfound Motion status in a way unavailable to him under the Old Rule. After all, the defensive threat diminishes considerably once the defender goes in Motion and the orientation of the defending AFV will give some indication of the defender's intentions during his next MPH.

As the attacker, the new rule adds new complexity (and new opportunity) to an assault against defending armor. The key to success is to limit the defender's ability to successfully conduct a Motion Attempt so as to optimize the positioning of attacking units. This can be done in two ways. First, cause the defending AFV to First Fire with non-critical units. Second, tempt the defending AFV to make its Motion  $dr$  when there is a low probability of success. Given the new rule, each individual unit moved will provide the defender with a decision to make...hold, fire or attempt Motion based on the currently moving unit. The following Example of Play illustrates these points.

**Example of Play: Motion Attempts**

Let's take a look at an American assault against a lonely German panzer in order to better illustrate the tactical opportunities presented by the new rule D2.401. (See Diagram 1 on the next page.)

**Drawing Fire**

The American begins moving units into the panzer's fields of fire in order to generate a shot from the panzer and thereby nullify its ability to make a Motion Attempt. Since the end goal is to trap the AFV, it is best to use units that began the MPH in LOS of the panzer since no Motion Attempt will be possible when these units move.

**1<sup>st</sup> Move: 666 in R5 moves to T4.**

This is a tempting target since it is already in the CA of the panzer's MGs. Nevertheless, the panzer can see that there are bigger fish to fry so it holds its fire.

**2<sup>nd</sup> Move: 9-2/666 in O5 moves to O1.**

This is a really tempting shot, especially since the 9-2/666 will be able to get behind the panzer and threaten its routes of withdrawal. Still, the panzer holds its fire.

Though viable targets, these units did not cause enough of an immediate threat to the panzer. They also gave no opportunity for a Motion attempt since they began the MPH in LOS of the panzer. However they did present the panzer with a choice...fire or permit the infantry to infiltrate and envelop its position. Since there was no fire from the panzer, the attacker may start to think that the panzer is trying to preserve its ability to conduct a Motion Attempt...or looking for an even bigger target!

**Giving Him What He Wants...Almost!**

Now consider giving the AFV an opportunity to make a Motion attempt. However, try to keep the opportunity a low probability for success.

**3<sup>rd</sup> Move: 8-1/666 in N7 to N2.**

Though these units moved 6 MF, only 1 MF was spent in the LOS of

*(Continued on page 10)*

*("Matt Romey" Continued from page 7)*

prove your play.

**HTB!:** What do you prefer? FTF, VASL, Tourney?

**MR:** Of course face-to-face is preferred, especially in a venue where I can consume mass quantities of beer. (Sure it inhibits my playing ability, but it increases the fun factor). Otherwise, I also play quite a bit of VASL PBEM. I wrote about that extensively in last month's newsletter, so I won't repeat myself here. Tournaments are a blast, even if I do end up BS-ing with friends for as much time as I play.

**HTB!:** What's your favorite Nationality? Why?

**MR:** Well, the Germans really are the most forgiving to play, but they are the obvious

choice, so I'll say the Brits. They don't cower, and have a stiff upper lip. I like the color of the counters. Most importantly, though, I love their crazy assortment of AFVs. Those ugly, slow, smoke-belching beasts are a gas to play with. Churchills are my favorite!

**HTB!:** How about your favorite tactical situation?

**MR:** Combined arms by far. Using vehicles and infantry in conjunction opens the game greatly for me. I am especially partial to scenarios where I can use armored halftracks or carriers to bring my boys to battle.

And of course, anybody who knows me, or of me, knows that I am the (self-professed) world's premier desert advocate. I love the boards, I love the AFVs of that period, I love the Brits, I love the long range, I love the crazy desert hindrances, and most of all I love how the terrain defines itself, with wrecks and blazes providing

cover as the scenario proceeds. Shwing!!!

I also like PTO, cavalry, and partisan scenarios. I do NOT like Landing Craft, and am kind of lukewarm on cave scenarios. I also got tired of Bulge scenarios years ago.

**HTB!:** Name some great scenarios...

**MR:** Khamsin. Hill 621. Red Barricades CG. King of the Hill CG. TARAWA CG!!!!

**HTB!:** Best and Worst ASL Experiences...

**MR:**

**Best:** I love calling a crucial shot before it happens. "Snakes!" and then I roll 'em. Beautiful!

**Worst:** Pokey players. I don't expect a newbie to play at breakneck speed, but a grognard who plays at a snails pace? I want to throttle them after 5 minutes of watching them contemplate where to route that broken

*(Continued on page 12)*

the panzer. The panzer would need a Motion Attempt dr of 1 to be successful. The panzer chooses to do nothing.

**4<sup>th</sup> Move: 346/BAZ in R6 to U4.**

Though these units moved 4 MF, only 2 MF was spent in the LOS of the panzer. The panzer would need a Motion Attempt dr of 2 to be successful. The panzer is tempted both to use its MGs on the hapless HS and to try for a Motion Attempt, yet chooses to do nothing.

**5<sup>th</sup> Move: Sherman in P7: Delay: 10 MP, Start: 11, O7, R6, S6 (TCA:R4), Stop: 15 MP.**

The panzer saw the Sherman for 1 MP in O7, but the “counter” reset when the Sherman went out of LOS behind the trees in R5. Therefore the AFV has seen the Sherman for 2 MPs and its Motion Attempt dr needs a 2 for success. This is the first real threat to the panzer. The Sherman’s Bounding First Fire TH is a 4 with a TK of 6, at worst. The panzer has a great shot at the Sherman with a 7 TH and a 9TK. Again the decision...shoot, Motion Attempt or wait.

**6<sup>th</sup> Move: M10 in M7: Delay: 7 MP, Start: 8, M6, M5, M4, N3, N2, O2(TCA:Q2), Stop: 15 MP.**

The panzer has seen the M10 for 3 MPs and its Motion Attempt drive is successful on a 3. At this point the German player is feeling the heat. Both the M10's Bounding First Fire shot and the panzer's Defensive Fire shot have a 5 TH. Additionally, the panzer has its weak side armor facing the M10. Not only does the panzer have the immediate threat of the M10, it still has the Sherman lurking nearby. Since the M10 is the last American unit in our example that can move, the German player is left to decide how it will react: shoot, Motion Attempt based on the M10's movement or something else.

At this point we have shown a way for the American to engage the German panzer while limiting its chance for a successful escape. If at any point in the example the German had opted to make a Motion Attempt, all subsequent American moves would most likely have been different. Why? Because once the attempt for Motion is made, the panzer has moved down one of two paths. If the Motion Attempt is successful, the panzer no longer commands a realistic Defensive Fire opportunity and unmoved American units can be moved to cut off the likely rout of retreat. If the Motion Attempt is unsuccessful, the unmoved American units can be moved to optimize their Bounding Fire shots, AFPh SW shots and CC opportunities. Of course, the panzer will be shooting since escape is no longer an option...

## There is One Other Possibility...

In the previous example we tried to show how the American could limit the escape opportunity of the panzer, generate a reasonable offensive attack or two and envelope the panzer in preparation for Defensive Fire in the German Player Turn to follow. Not bad. Still, using the same setup (Diagram 1), there's another way to approach the situation that may just force the German player's hand before he is comfortable and before the American spends too much time devising a carefully orchestrated sequence of moves. Try this...

**1<sup>st</sup> Move: 346/BAZ in R6 bypass R5, R4, Q4, Q3.**

The HS moves 4 MF and all 4 are spent in the LOS and CAs of the panzer. **Bold! Daring!** The panzer now needs a 4 on its Motion Attempt dr for success.


So what makes this move different? Well, the panzer has to decide if it wants to shoot this huge threat or make a Motion Attempt...right now. After only having seen only one unit move. The American has forced the German to place his cards on the table...

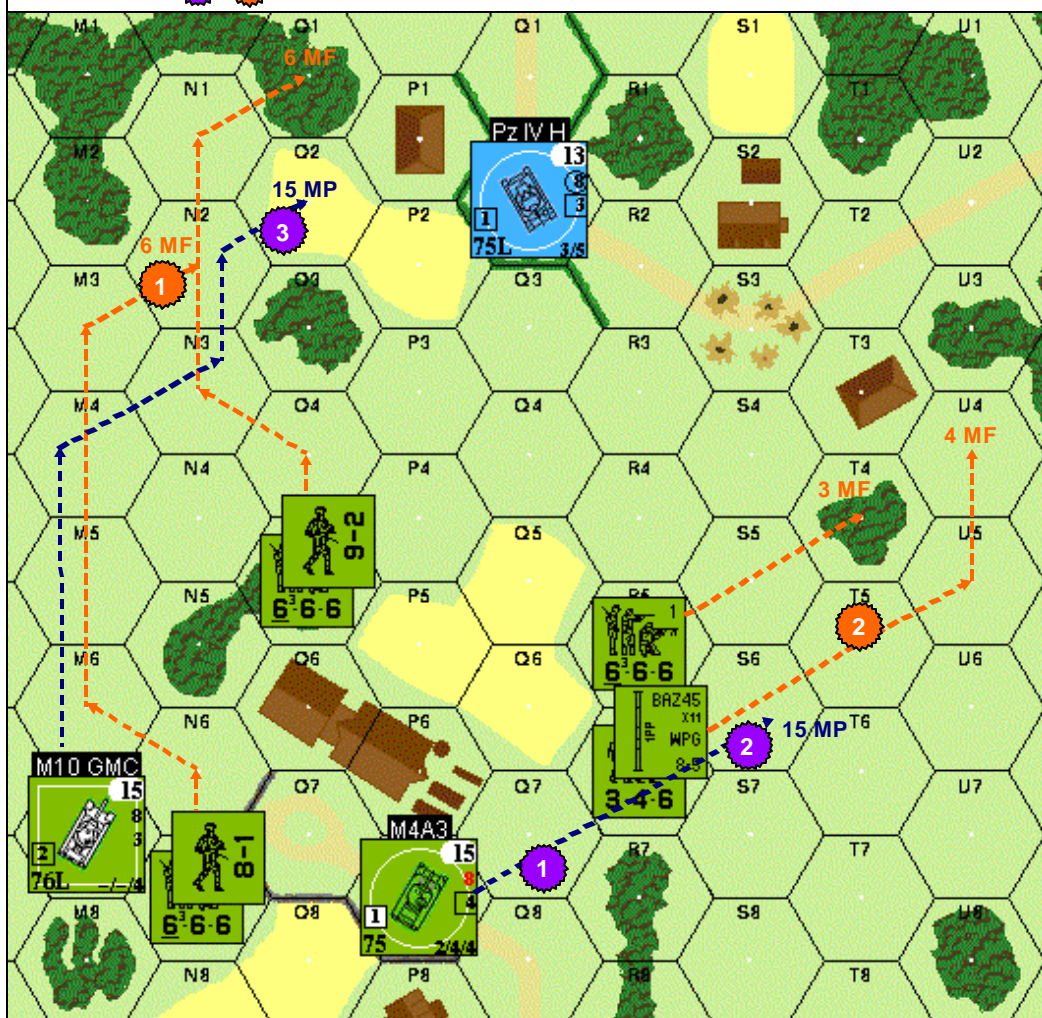
**Shoot the 346/Baz:** This forfeits the option to go into Motion and signals the intention to stay and fight. It also reduces the remaining firepower of the panzer making it easier for CE Americans and Infantry to move about.

**Don't shoot the 346/Baz:** If the 346 is live in the AFPh, it's going to have a great shot with the BAZ...especially if one of the leaders moves up to join the 346.

**Motion Attempt:** A 67% chance for success may be the best chance the panzer gets all MPh. Of course, a successful dr here will alert the American to the fact that the German intends to bug out. It also means the panzer will be easier to envelop since its firing capabilities are significantly reduced.

Under the new rules the German player has to make this decision right now, he can't retain the threat of firing and then later make a Motion Attempt dr using the 4 MF expended by the 346. While this is a subtle change to the rules it has profound implications to both defensive and offensive strategy. Take a look at it for yourself sometime, or better yet...next game I'll show you.

**Diagram 1:**   Indicates the number of continuous MF/MP spent in LOS of the Pz IV H.





# SoCal ASL Club

## Challenge Cup Standings

### October 27, 2001

#### Here are the rules for our Challenge Cup:

1. All club tournament games count [EXC: If the TD states otherwise BEFORE the scenario is played.].
2. All other play between members count unless both agreed against beforehand.
3. No limit on the total amount of games per calendar month.
4. You can play the same opponent only twice during the same calendar month [EXC: Tournament games.].
5. A minimum of 9 different opponents must be played.
6. A minimum of 11 games must be played with 1 of the games in a tournament format.\*
7. Team play is ineligible.
8. Any questions or disagreements with standings, contact the Challenge Cup meister, preferably in writing.
9. There will be two categories, each with its own winner, to the Challenge Cup: "Gonzo"\*\*\* and "Finesse."\*\*\*
10. The Challenge Cup period lasts from the beginning of WCM IV (Feb. 2, 2001) up to, but not including, WCM V.

\* Enforced ONLY if two or more club sponsored/organized tournaments are ran during the Challenge Cup period.

\*\* The "Gonzo" winner is determined by scoring the most points - five for each win, one for each loss, three each for a draw.

\*\*\* The "Finesse" winner is determined by how hard a record is to achieve using the following formula:

$$W! * L!$$

$$[(W/2+L/2)!]^2$$

W=Win L=Loss

#### The Gonzo and Finesse Winners each get the following awards....

- Free membership in the club for one year.
- Free attendance to one One-Day Tourney.
- Half-off their WCM tournament registration.

#### If the same person wins BOTH awards then that person will be awarded....

- Free membership in the club for one year.
- Free attendance to one One-Day Tourney.
- Half-off their WCM tournament registration.
- Free T-shirt for the WCM tournament.

If you have any questions about the Cup, please contact the Cupmeister, Matt Romey at:

ChallengeCup@socalasl.com

#### NOTE

Only Active Members are Listed in the Standings to the Right. Highlighted Members have qualified already.

Player Name	Wins	Losses	Draws	Gonzo Pts	Gonzo Rank	Finesse Pts	Finesse Rank
Robert Feinstein	16	2	0	82	1	308.99	1
Matthew Cicero	14	5	0	75	2	8.1	2
Ron Mosher	11	5	0	60	3	2.93	3
Brandon Liesemeyer	10	5	0	55	4	2.2	4
Bruce Kirkaldy	9	2	0	47	NA	8.58	NA
Bryan Earll	8	7	0	47	5	1.03	5
Scott Faulk	6	7	0	37	NA	-1.04	NA
Herman Frettlor	7	1	0	36	NA	9.01	NA
Sheldon Ryland II	6	4	0	34	NA	1.19	NA
Rich Mosher	4	12	0	32	6	-7.03	6
Fred Timm	5	4	0	29	NA	1.05	NA
Paul Simonsen	5	4	0	29	NA	1.05	NA
Cloyde Angell	5	3	0	28	NA	1.24	NA
Charles Hammond	4	6	0	26	NA	-1.2	NA
Dan Plachta	5	1	0	26	NA	3.46	NA
Rob Stai	4	4	0	24	NA	1	NA
Bob Smith	4	3	0	23	NA	1.06	NA
Chas Argent	3	6	0	21	NA	-1.57	NA
Matt Romey	4	1	0	21	NA	2.27	NA
Eric Johnson	3	5	0	20	NA	-1.25	NA
Scott Thompson	3	5	0	20	NA	-1.25	NA
Steve Svare	2	10	0	20	NA	-13.7	NA
Jim Aikens	3	3	0	18	NA	1	NA
Mike Sengottaiyan	3	2	0	17	NA	1.08	NA
Dave Reinking	2	5	0	15	NA	-1.76	NA
David Nicholas	2	5	0	15	NA	-1.76	NA
Francis Hardiman	3	0	0	15	NA	3.68	NA
Gene Riemenschneider	2	4	0	14	NA	-1.33	NA
David Rosner	2	3	0	13	NA	-1.09	NA
Eric Morton	2	3	0	13	NA	-1.09	NA
Kevin Ryan	2	1	0	11	NA	1.21	NA
Chris Castellana	1	3	0	8	NA	-1.59	NA
Steve Treatman	1	3	0	8	NA	-1.59	NA
John Knowles	1	2	0	7	NA	-1.22	NA
Rob St.Clair	1	2	0	7	NA	-1.22	NA
Ronald Fajarit	1	2	0	7	NA	-1.22	NA
Roger Petronzio	0	6	0	6	NA	-20.85	NA
Don Petros	0	2	0	2	NA	-2.26	NA
Sean Geraghty	0	2	0	2	NA	-2.26	NA
Stance Nixon	0	2	0	2	NA	-2.26	NA
David Sessions	0	1	0	1	NA	-1.74	NA
Mario Goldgorin	0	1	0	1	NA	-1.74	NA
Bernie Howell	0	0	0	0	NA	1	NA
Brian Abela	0	0	0	0	NA	1	NA
Dave Coleman	0	0	0	0	NA	1	NA
Ed Zeman	0	0	0	0	NA	1	NA
Eric Walters	0	0	0	0	NA	1	NA
Matt Evans	0	0	0	0	NA	1	NA
Nadir El-Farra	0	0	0	0	NA	1	NA
Steve Dethlefsen	0	0	0	0	NA	1	NA



("Matt Romey" Continued from page 9)

conscript half-squad. ARRGHH!!

**HTB!:** *What would you like to try next?*

**MR:** I'd like to finish my current *Red Barricades* campaign. Unfortunately my opponent, Chuck Hammond, had to go to Germany for a year to write his dissertation. Chuck! Chuck! Come home! I'm jones-ing!

Other than that, I want to attempt to play every official desert scenario, plus some of the cool third party ones. Probably an unattainable goal, but hey, you asked.

**HTB!:** *Top 3 things you'd recommend to a newbie...*

**MR:**

1. **Play.** Find a live opponent and play. Sitting around messing with solitaire and reading *Annals* is a waste, it's much more fun to have a buddy across the table from you, laughing and goofing and giving each other tips.
2. **Play fast.** I don't mean go faster than your understanding of the rules - of course there is a learning curve. But don't sit and think too hard about every move. Just DO IT! Move and get if over with, and if it was a mistake, believe me, you won't make it next time. The advice I give is this: if you play twice as fast, then you will play twice as many games, and you will end up twice as good. It's that simple.
3. **Join** a club or network or mailing list or something. It will keep your interest up and you will find opponents much more easily.

**HTB!:** *Any Final Comments?*

**MR:** Just a question. Why would anybody who's serious about ASL (or wargaming in general) want to own a cat?

**HTB!:** *Er...Thanks Matt!*



Matt "got DTO?" Romey

## Southern California ASL Club

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### Credits

Stern, Mario Rigoni, the Sergeant in the Snow, The Marlborough Press, Evanston, 1998.

Special thanks to Rodney Kinney for the use of VASL map and counter images.

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## North-South Melee: Fall Challenge After Action Report By Matt Cicero

It may be the latest an article ever made it into *HTB!* but I wanted to give everyone a taste of what happened at our November 10 One-Day, hosted by Brandon Liesemeyer.

15 people showed up, so tail-end Charley (or Romey in this case) wound up cheering

on the other teams, kibitzing and generally providing a lot of fun support.

The scenario of the day was *U4: Climax at Nijmegen Bridge* from *A G.I.'s Dozen*. After 7 teams had finished, the final tally was 5 German wins and 2 Allied wins. Overall, the North won 2 and the South came away with the trophy by winning the other 5 games...wrestling the kudos from the North which had taken the prize in April's Spring Challenge event.

Everyone enjoyed this scenario. It was filled with so many moving parts that there was a little something for everyone. Replay value was deemed very high by all. Scenario balance seemed to be rather close to even, despite the heavy Axis lean in the results. Some folks felt it was, perhaps, a little less forgiving on the Allies than on the Germans.

And, of course, the carne asada burritos made their usual lasting impression...



### Upcoming Events...

12/01/01: WCM V Pre-Reg Pack Mailing  
01/10/02: *Hit The Beach! Volume 7, Number 1*  
01/31/01: West Coast Melee V (1/31-2/3)

## Did you Know? By Matt Cicero

Ever wonder how much ROF weapons influence a battle? A rough rule of thumb is that ROF increases the effectiveness of a weapon by:

- 20% if it is a 1 ROF
- 50% if it is a 2 ROF
- 100% if it is a 3 ROF



For instance, a 40% chance to hit with a Gun becomes roughly 48% (1 ROF), 60% (2 ROF) or 80% (3 ROF). Sheesh!

# HILL 621

<b>T34-M43</b> CS: 5 MP (F-Track): 16 <b>AF</b> H T Size Mod: 0 Front 11 11 Turret: RST S/Rear 6 6 MA: A6 <sup>4</sup> T76L ROF: 1 AP TK: 13, HE TK: 7, APCR TK: 14 BMG/CMG/AAMG: 2 / 4 / - Notes: -	<b>PzKpfw IVH</b> CS: 6 MP (F-Track): 13 <b>AF</b> H T Size Mod: 0 Front 8 6 Turret: T S/Rear 3 4 MA: A3 <sup>4</sup> s8 sD5 T75L ROF: 1 AP TK: 17, HE TK: 7, APCR TK: 20 BMG/CMG/AAMG: 3 / 5 / - Notes: -	<b>SPW 251/1</b> CS: 5 MP (H-Track): 16 <b>AF</b> H T Size Mod: +1 Front 1 1 Turret: OT S/Rear 1 1 MA: AAMG ROF: 1 BMG/CMG/AAMG: - / - / 3 Notes: 15PP/T7 • AAMG removes as a 3FP LMG.
<b>SU-122</b> CS: 5 MP (F-Track): 16 <b>AF</b> H T Size Mod: 0 Front 11 8 Turret: NT S/Rear 6 6 MA: H9 s8 B122 HE Only (No IF) ROF: 0 HE TK: 12, Heat TK: 17 BMG/CMG/AAMG: - / - / - Notes: - GP: L	<b>PzKpfw IIIN</b> CS: 5 MP (F-Track): 13 <b>AF</b> H T Size Mod: 0 Front 6 6 Turret: T S/Rear 3 4 MA: H9 s9 sD7 T75* HE Only ROF: 1 HE TK: 7, Heat TK: 13 BMG/CMG/AAMG: 3 / 5 / - Notes: -	<b>SPW 251/sMG</b> CS: 5 MP (H-Track): 16 <b>AF</b> H T Size Mod: +1 Front 1 1 Turret: OT S/Rear 1 1 MA: CMG ROF: 3 BMG/CMG/AAMG: - / 7 / 3 Notes: 7PP J: The AAMG may not fire within the VCA. • CMG range is 16 hexes. Fire in VCA only. • CMG removes as a 3FP LMG. • AAMG removes as a dm HMG. • Either can be scrounged as a 3 FP LMG. • Vehicle has an inherent crew and a 247 passenger at start.
<b>SU-152</b> CS: 6 MP (F-Track): 13 <b>AF</b> H T Size Mod: -1 Front 8 11 Turret: NT S/Rear 6 8 MA: B152 B (10) ROF: 0 (No IF) AP TK: 21, HE TK: 16 BMG/CMG/AAMG: - / - / - Notes: -	<b>StuH 42</b> CS: 4 MP (F-Track): 13 <b>AF</b> H T Size Mod: +1 Front 8 8 Turret: NT S/Rear 3 3 MA: H9 s9 sD7 B105 HE Only ROF: 0 HE TK: 10, Heat TK: 15 BMG/CMG/AAMG: - / - / 2! Notes: GP: H IP: The AAMG may not fire outside the VCA.	<b>SPW 250/1</b> CS: 4 MP (H-Track): 18 <b>AF</b> H T Size Mod: +1 Front 1 1 Turret: OT S/Rear 1 1 MA: AAMG ROF: 1 BMG/CMG/AAMG: - / - / 3 Notes: - 9PP/T9 • AAMG removes as a 3FP LMG.
<b>ZIS-5</b> CS: 7 MP (Truck): 21 <b>AF</b> H T Size Mod: 0 Front * * Turret: OT S/Rear * * MA: Unarmed BMG/CMG/AAMG: - / - / - Notes: 29PP/T4 GP: H	<b>StuG IIIG(L)</b> CS: 4 MP (F-Track): 13 <b>AF</b> H T Size Mod: +1 Front 8 8 Turret: NT S/Rear 3 3 MA: A4 <sup>4</sup> s8 sN9 B75L ROF: 1 AP TK: 17, HE TK: 7, APCR TK: 20 BMG/CMG/AAMG: - / - / 1 !O Notes: IO: The AAMG is remotely controlled; it can be used while BU, cannot be used by a Rider and may never fire at an aerial target. IQ: The CMG is only available after 9/44.	<div> <b>75L AT Gun</b>  Gunshield: Yes  Size Mod: +1  M#: 8  MA: A3<sup>4</sup> s7 75L  ROF: 2  AP TK: 17, HE TK 7  APCR TK: 20  Notes: NT, QSU </div> <div> <b>50L AT Gun</b>  Gunshield: Yes  Size Mod: +1  M#: 10  MA: A4<sup>4</sup> 50L  Max Rng: 75 ROF: 3  AP TK: 13, HE TK 6  APCR TK: 17  Notes: NT, QSU </div>

Design By: Matthew Cicero